Using Objects

Problem statement. Modify Exercise 4.3's MySavingsPlan1.java by replacing its separate variables with a single object with data fields that replace the variables. Name the new file MySavingsPlanWithObjects.java.

Create an object specification named **class** Savings, with the data fields for:

- 1. the amount deposited every month (D in previous versions)
- 2. interest rate (p in previous versions)
- 3. number of years to make deposits (years in previous versions)
- 4. the amount saved (S in previous versions)

Then in your program, declare an *object* of type **Savings**, and use its data fields instead of the four separate variables. Include any additional data fields that you may wish to include beyond these four.

Solution.

```
import java.io.*;
import java.text.*;
class Savings
{
  int years; // years of savings
           // dollars deposited every month
  int D;
  double R; // annual interest rate, percent
  double p; // monthly interest rate, decimal, calculated
  double T; // term of savings plan in months, calculated
  double S; // total saved with interest, calculated
};
public class MySavingsPlanWithObjects
{
  public static void main(String[] args)
  {
    // create a savings plan object with initial values
    Savings savings = new Savings();
    savings.years = 10;
    savings.D = 100;
    savings.R = 7.5;
    // output (calculated) values
    savings.p = savings.R / 100 / 12;
    savings.T = savings.years * 12;
    savings.S = savings.D
      * ((Math.pow(1 + savings.p, savings.T) - 1) / savings.p);
    // echoing input values, unformatted
    System.out.print("In " + savings.years + " years, $");
    System.out.print(savings.D + " deposited per month will grow to $");
    // formatting output (see 4.2)
    System.out.println(new DecimalFormat("#,000.00").format(savings.S));
  }
}
```